

AMENDMENTS TO THE CLAIMS

The following listing of claims will replace all prior versions and listings of claims in the application:

Listing of Claims:

1. (Previously Presented) A method to specify a multimedia transition, comprising:
identifying with a computer system executing a video editing application a source multimedia object;
identifying with the computer system a target multimedia object;
identifying with the computer system a plurality of multimedia assets that define a transition, the multimedia assets including at least one multimedia asset being user-supplied and being generated independent of: any predefined multimedia assets provided by the video editing application, the source multimedia object, and the target multimedia object;
creating a result with the computer system transitioning with the transition from the source multimedia object to the target multimedia object by compositing the multimedia assets that define the transition with the source and target multimedia objects; and
making the result available for use by the video editing application executing on the computer system.
2. (Original) The method of claim 1, wherein the act of identifying multimedia assets comprises identifying one or more of an asset movie, an asset matte movie and a background matte movie.
3. (Previously Presented) The method of claim 1, wherein the at least one user-supplied multimedia asset comprises a user-generated multimedia asset.

4. (Previously Presented) The method of claim 3, wherein the user-generated multimedia asset comprises a video clip.
5. (Previously Presented) The method of claim 3, wherein the user-generated multimedia asset comprises a user-generated matte video clip.
6. (Original) The method of claim 1, wherein the act of compositing comprises determining a transition time associated with the transition.
7. (Previously Presented) The method of claim 6, wherein the act of determining a transition time comprises querying the user for a transition time.
8. (Previously Presented) The method of claim 6, wherein the act of determining a transition time comprises interrogating a user-supplied multimedia asset to determine the transition time.
9. (Original) The method of claim 8, wherein the act of determining a transition time comprises:
 - identifying a key asset from among the plurality of multimedia assets; and
 - interrogating metadata associated with the key asset to identify a default transition time.
10. (Original) The method of claim 9, further comprising modifying the default transition time to a value selected by a user.
11. (Original) The method of claim 1, wherein the act of identifying a source multimedia object comprises identifying a first location in a first multimedia presentation.

12. (Original) The method of claim 11, wherein the act of identifying a target multimedia object comprises identifying a second location in the first multimedia presentation.
13. (Original) The method of claim 11, wherein the act of identifying a target multimedia object comprises identifying a first location in a second multimedia presentation.
14. (Previously Presented) A non-transitory program storage device encoding machine readable instructions of a video editing application for causing a programmable control device to:
- identify a source multimedia object;
 - identify a target multimedia object;
 - identify a plurality of multimedia assets that define a transition, the multimedia assets including at least one multimedia asset being user-supplied and being generated independent of: any predefined multimedia assets provided by the video editing application, the source multimedia object, and the target multimedia object;
 - composite the multimedia assets that define the transition with the source and target multimedia objects to create a result that transitions with the transition from the source multimedia object to the target multimedia object; and
 - make the result available for use by the video editing application.
15. (Original) The program storage device of claim 14, wherein the instructions to identify multimedia assets comprise instructions to identify user-generated multimedia assets.

16. (Previously Presented) The program storage device of claim 14, wherein the instructions to identify multimedia assets comprise instructions to identify user-supplied video clips.

17. (Original) The program storage device of claim 14, further comprising instructions to determine a transition time associated with the transition.

18. (Original) The program storage device of claim 17, wherein the instructions to determine a transition time comprise instructions to automatically determine a transition time from a user-supplied multimedia asset.

19. (Original) The program storage device of claim 14, wherein the instructions to identify a source multimedia object comprise instructions to identify a first location in a first multimedia presentation.

20. (Original) The program storage device of claim 19, wherein the instructions to identify a target multimedia object comprise instructions to identify a second location in the first multimedia presentation.

21. (Original) The program storage device of claim 19, wherein the instructions to identify a target multimedia object comprise instructions to identify a first location in a second multimedia presentation.

22. (Previously Presented) A method for generating a user-defined transformation of a source multimedia object to a target multimedia object using a video editing application, the method comprising:

identifying with a computer system executing the video editing application a first movie that is user-supplied and is independent of: any predefined movie provided by the video editing application, of the source multimedia object, and of the target multimedia object;

identifying with the computer system an x-asset key that is user-supplied and is independent of: any predefined x-asset key provided by the video editing application, of the source multimedia object, and of the target multimedia object, wherein the x-asset key comprises at least one second movie; and
compositing a transformation by combining the first movie and the second movie in accordance with the x-asset key.

23. (Original) The method of claim 22,
wherein the at least one second movie comprises an asset movie and a third movie; and
wherein the act of compositing comprises blending the asset movie as a foreground and the first movie as a background in accordance with blending information in the third movie.

24. (Previously Presented) The method of claim 23, wherein the third movie comprises a background matte movie, a scale map movie, a displacement map movie, a luminosity map movie, a zoom-x map movie, or a zoom-y map movie.

25. (Original) The method of claim 23,
wherein the x-asset key further comprises at least a duration parameter; and
wherein the act of compositing comprises adjusting the lengths of the first movie,
the asset movie and the third movie to a duration specified by the duration
parameter.
26. (Previously Presented) A computer system for automatically generating a
customized transition, the system comprising:
a central processing unit (CPU);
a memory operatively coupled to the CPU;
a video editing application executing within the CPU and memory; and
means for performing the method of claim 22 using the CPU and memory.
27. (Original) A machine readable medium comprising machine executable
instructions capable of performing the method of claim 22.
28. (Previously Presented) A method for generating a user-defined transition from a
source multimedia object to a target multimedia object using a video editing application,
the method comprising:
identifying with a computer system executing the video editing application first
and second image frames that are user-supplied and are independent of:
any predefined image frames provided by the video editing application, the
source multimedia object, and the target multimedia object;
identifying with the computer system an x-asset key that is user-supplied and is
independent of: any predefined x-asset key provided by the video editing
application, the source multimedia object, and the target multimedia
object, wherein the x-asset key comprises at least one movie; and

compositing the first image frame, the second image frame and each frame of the movie in accordance with the x-asset key using the video editing application.

29. (Original) The method of claim 28 wherein the first image frame is the last frame of a first movie and the second image frame is the first frame of a second movie.

30. (Original) The method of claim 28,
wherein the at least one movie comprises an asset movie including alpha channel information and a marker; and
wherein the act of compositing comprises:
blending the first image frame as a background and each frame of the asset movie as a foreground in accordance with the alpha channel information before the marker is reached, and
blending the second image as a background and each frame of the asset movie as a foreground in accordance with the alpha channel information after the marker.

31. (Original) The method of claim 28,
wherein the at least one movie comprises an asset movie, an asset matte movie and a background matte movie; and
wherein the act of compositing comprises:
blending a portion of the first image frame as a background, the corresponding portion in a frame of the asset movie as a foreground in accordance with the corresponding alpha channel information in the asset matte movie, when the corresponding portion in the background matte movie is white, and
blending a portion in the second image frame as a background, the corresponding portion in a frame of the asset movie as a foreground in

accordance with the corresponding alpha channel information in the asset matte movie, when the corresponding portion in the background matte movie is black.

32. (Original) The method of claim 31, wherein the act of compositing further comprising:

adjusting the length in time and size in pixels of the asset matte movie to match the asset movie if they are not the same; and
adjusting the length in time and size in pixels of the background matte movie to match the asset movie if they are not the same.

33. (Previously Presented) The method of claim 32,
wherein the x-asset key further comprises at least a duration parameter; and
wherein the act of compositing further comprises adjusting the length in time of the asset movie to match the duration specified by the duration parameter.

34. (Original) A computer system for automatically generating a customized transition, the system comprising:

a central processing unit (CPU);
a memory operatively coupled to the CPU;
a video editing application executing within the CPU and memory; and
means for performing the method of claim 28 using the CPU and memory.

35. (Original) A machine readable medium comprising machine executable instructions capable of performing the method of claim 28.